

FIG. 1

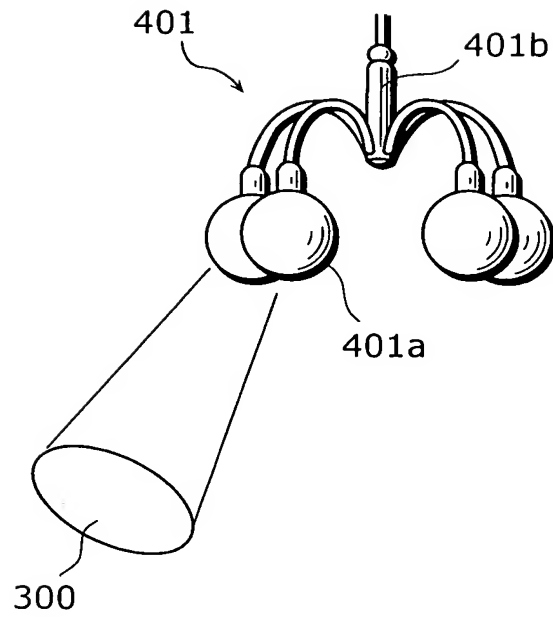
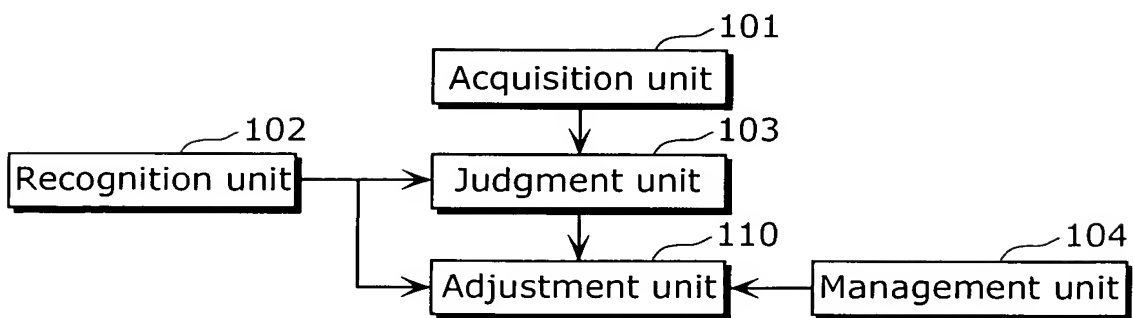


FIG. 2



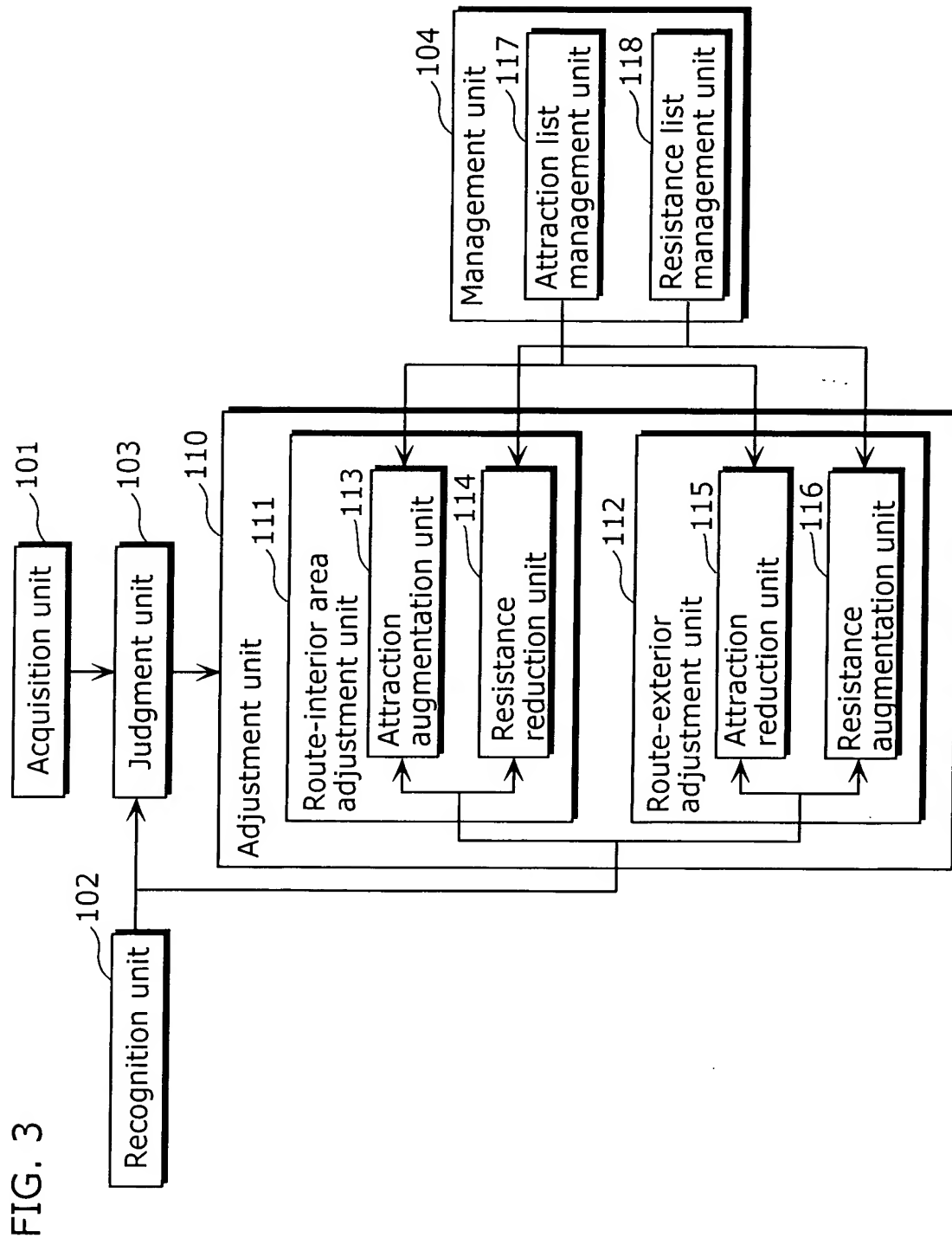


FIG. 4

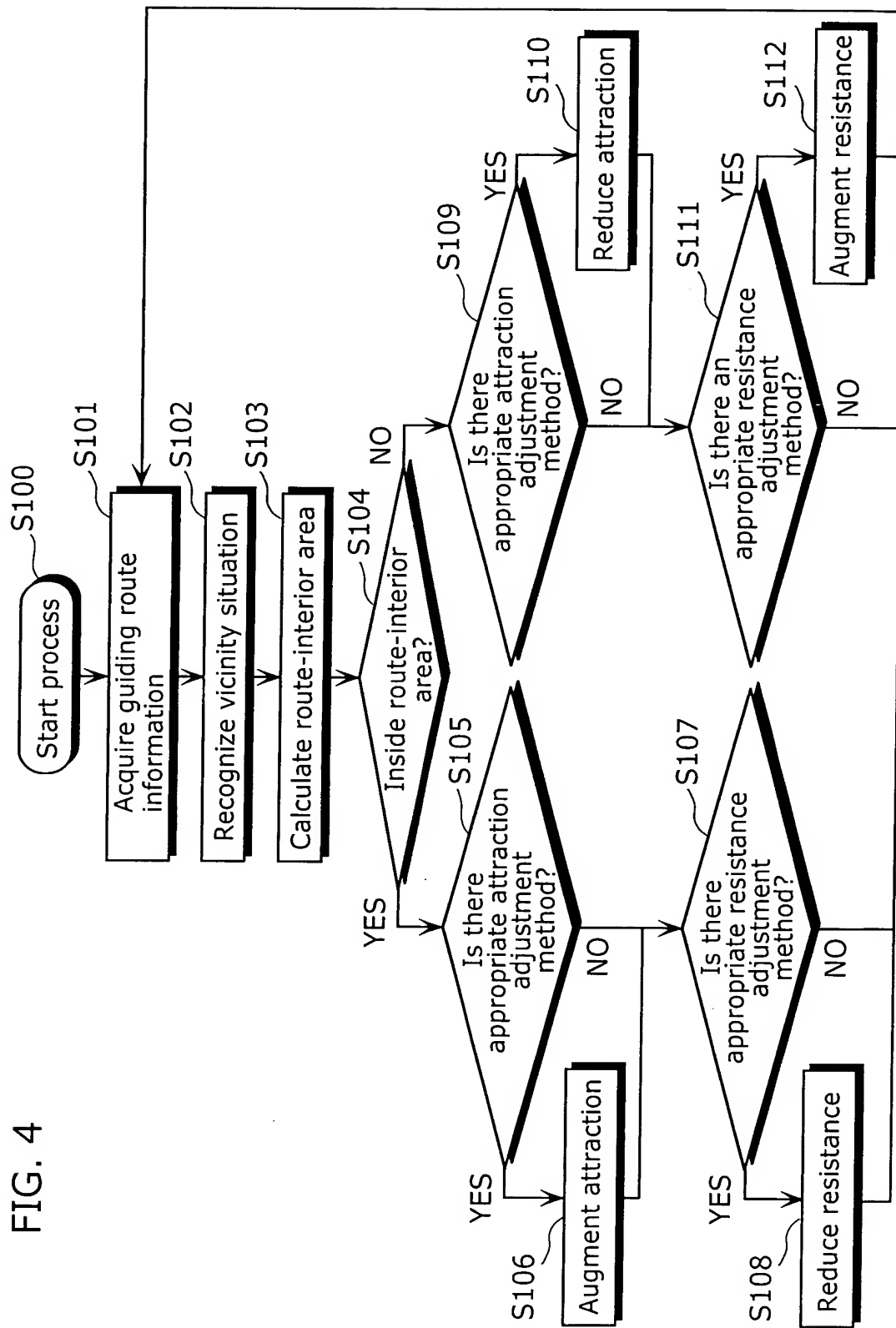


FIG. 5

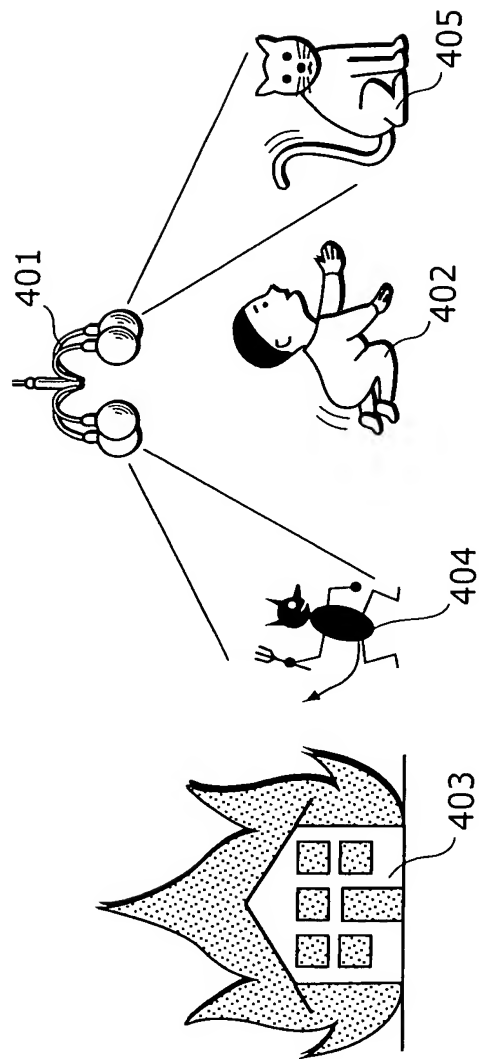


FIG. 6

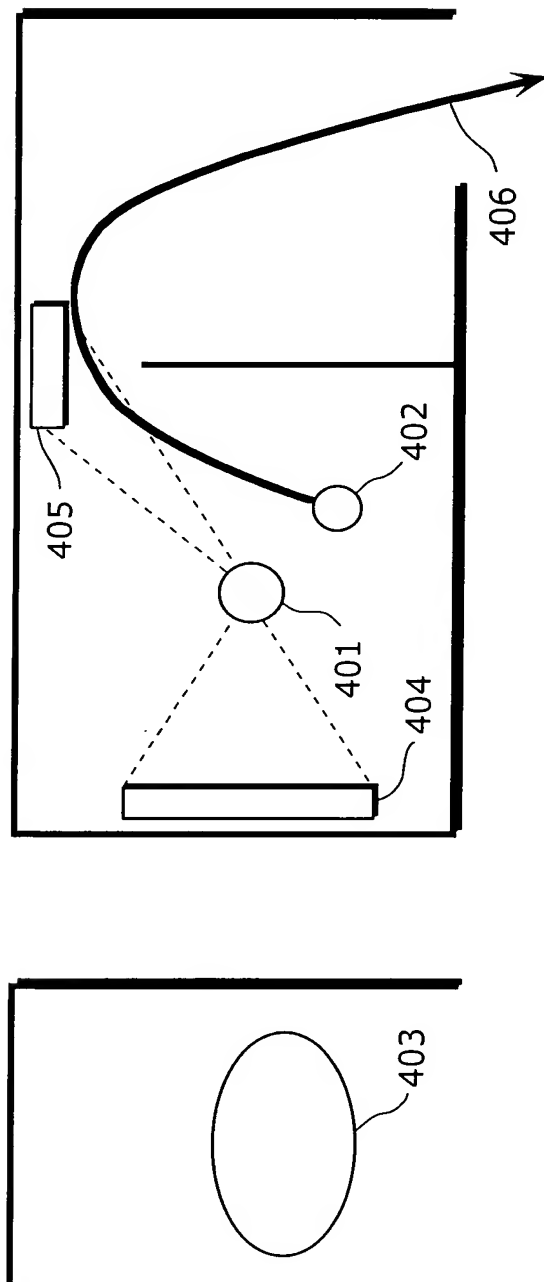


FIG. 7

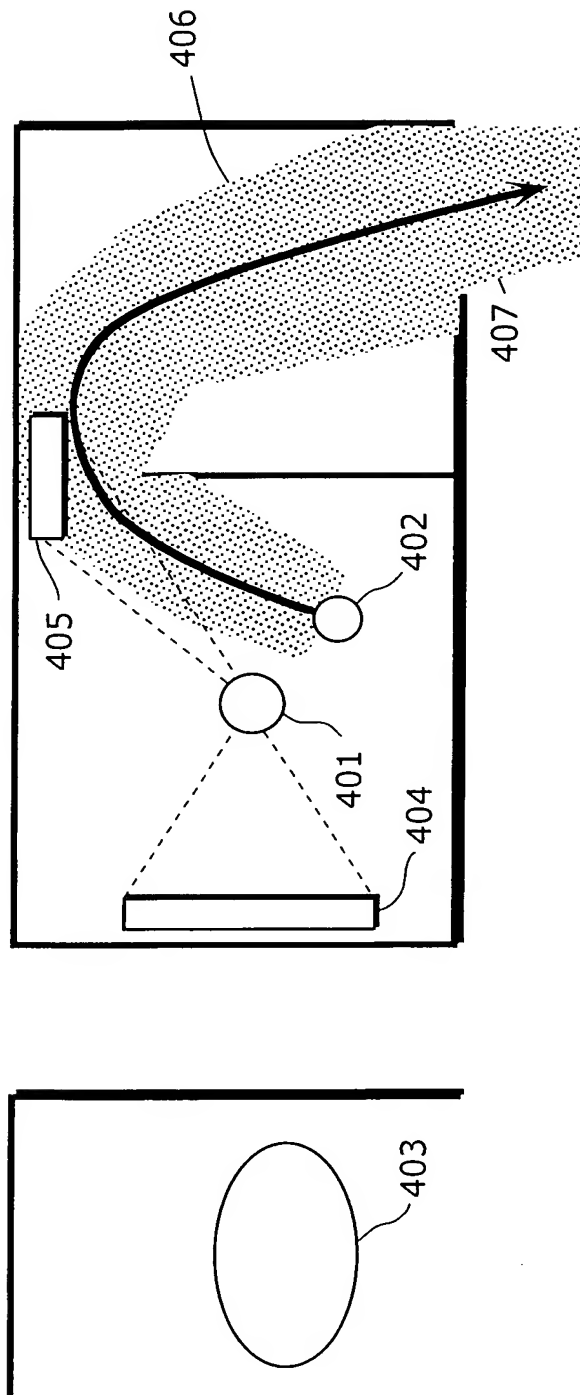


FIG. 8

L1

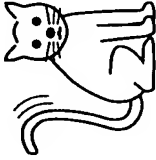



Attraction Name	Adjustment Orientation	Target	Adjustment Condition	Example
Real cat	Augment attraction	Cat	A cat is present	(Omitted)
Cat image 1	Augment attraction	Wall	An image may be projected onto a visible wall	
Cat hiss	Reduce attraction	Cat	Audio reproduction may be performed so that the audio sounds as if it originates from the direction of a cat	"Hiss"
⋮	⋮	⋮	⋮	⋮

FIG. 9

L2

Resistance Name	Adjustment Orientation	Target	Adjustment Condition	Example
Real dog	Augment resistance	Dog	A large dog is present	
Image of a devil	Augment resistance	Wall	An image may be projected onto a visible wall	
Image of a child playing with a dog	Reduce resistance	Dog, Wall	A dog is present, and thus an image may be projected onto a wall near the dog	
...

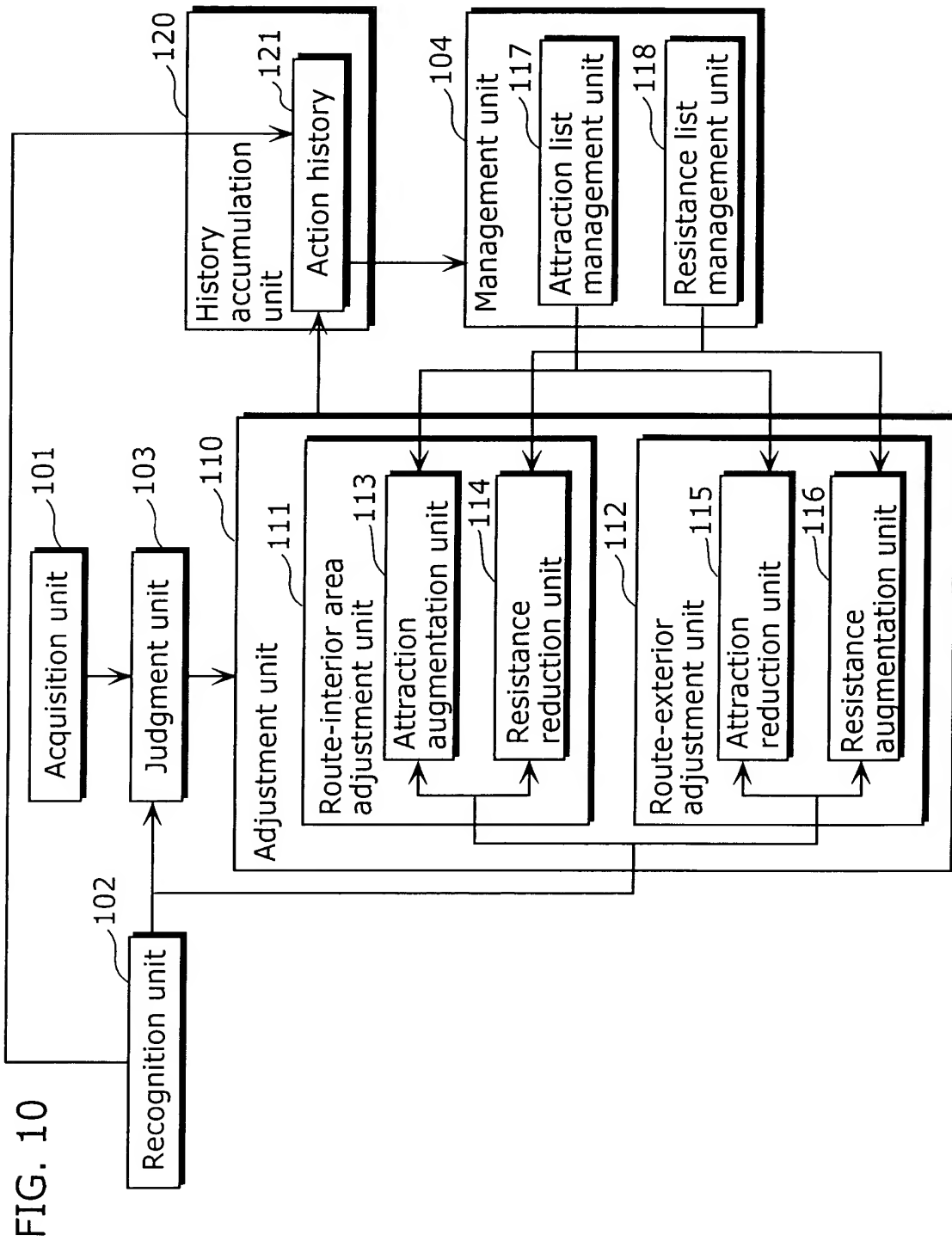



FIG. 11

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Talent	Number of Displays	Number of Selections	Number of Interruptions
AA Hanako	10	9	0
BB Tarou	10	0	0
CC Jirou	7	1	0
DD Saburou	3	1	1
⋮	⋮	⋮	⋮

FIG. 12

L1


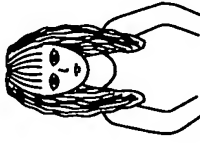
Attraction Name	Adjustment Orientation	Target	Adjustment Condition	Example
Real cat	Augment attraction	Cat	A cat is present	(Omitted)
Cat image 1	Augment attraction	Wall	An image may be projected onto a visible wall	
Cat hiss	Reduce attraction	Cat	Audio reproduction may be performed so that the audio sounds as if it originates from the direction of a cat	"Hiss"
Image of AA Hanako	Augment attraction	Wall	An image may be projected onto a visible wall	
Sparrow call	Augment attraction	Sparrow	Audio reproduction may be performed so that the audio sounds as if it originates from the direction of a sparrow	"Tweet tweet"
⋮	⋮	⋮	⋮	⋮

FIG. 13

L2





Resistance Name	Adjustment Orientation	Target	Adjustment Condition	Example
Real dog	Augment resistance	Dog	A large dog is present	
Image of a devil	Augment resistance	Wall	An image may be projected onto a visible wall	
Image of a child playing with a dog	Reduce resistance	Dog, Wall	A dog is present, and thus an image may be projected onto a wall near the dog	
Image of BB Tarou	Augment resistance	Wall	An image may be projected onto a visible wall	
Frog sound	Augment resistance	Frog	Audio reproduction may be performed so that the audio sounds as if it originates from the direction of a frog	"Ribbit ribbit"
⋮	⋮	⋮	⋮	⋮

FIG. 14

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Animal	Number of Appearances	Number of Approaches	Number of Evasions
Sparrow	5	5	0
Frog	3	0	0
Rabbit	2	1	0
Cockroach	4	3	1
⋮	⋮	⋮	⋮

FIG. 15

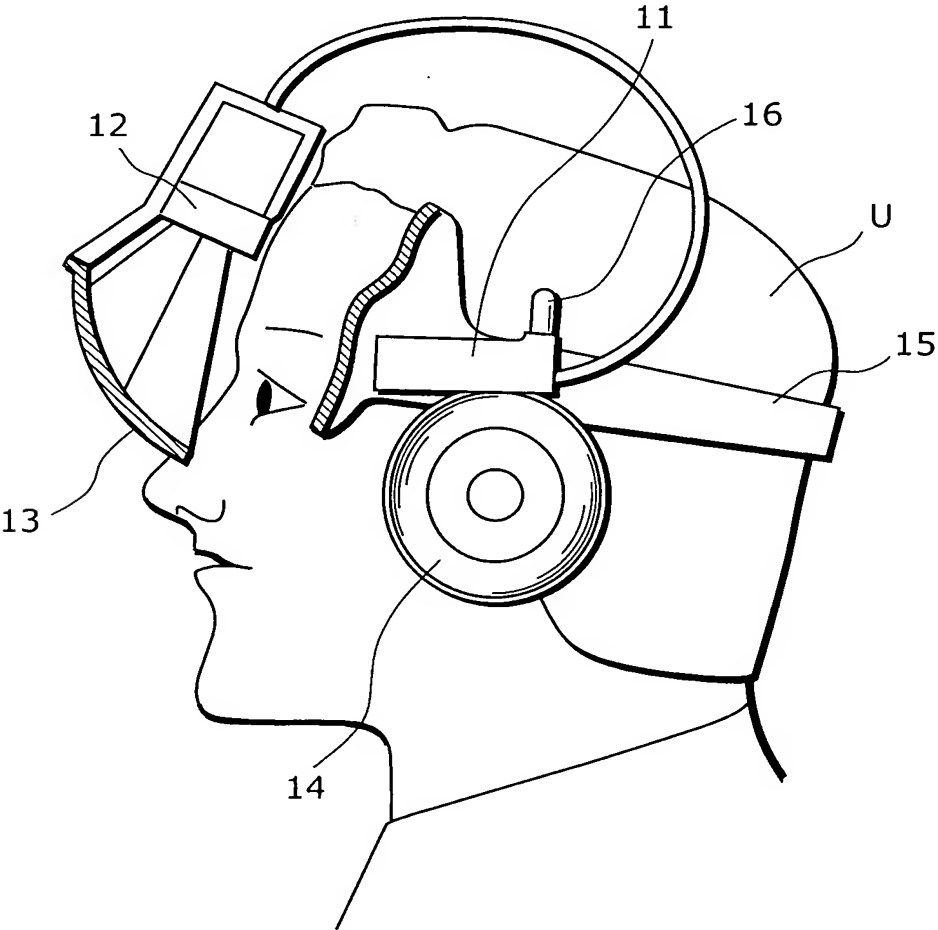


FIG. 16

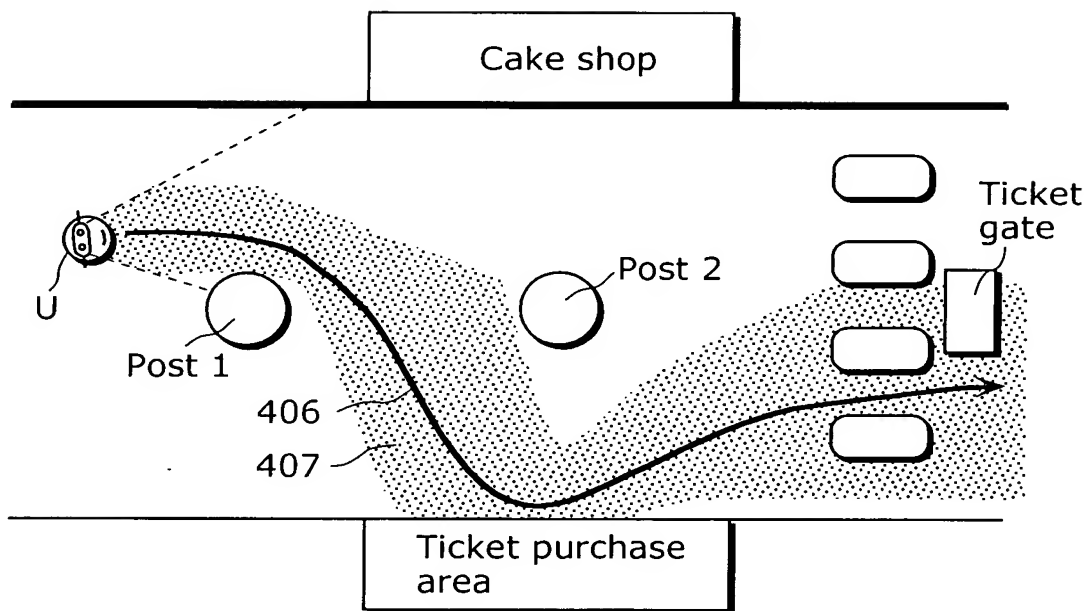


FIG. 17

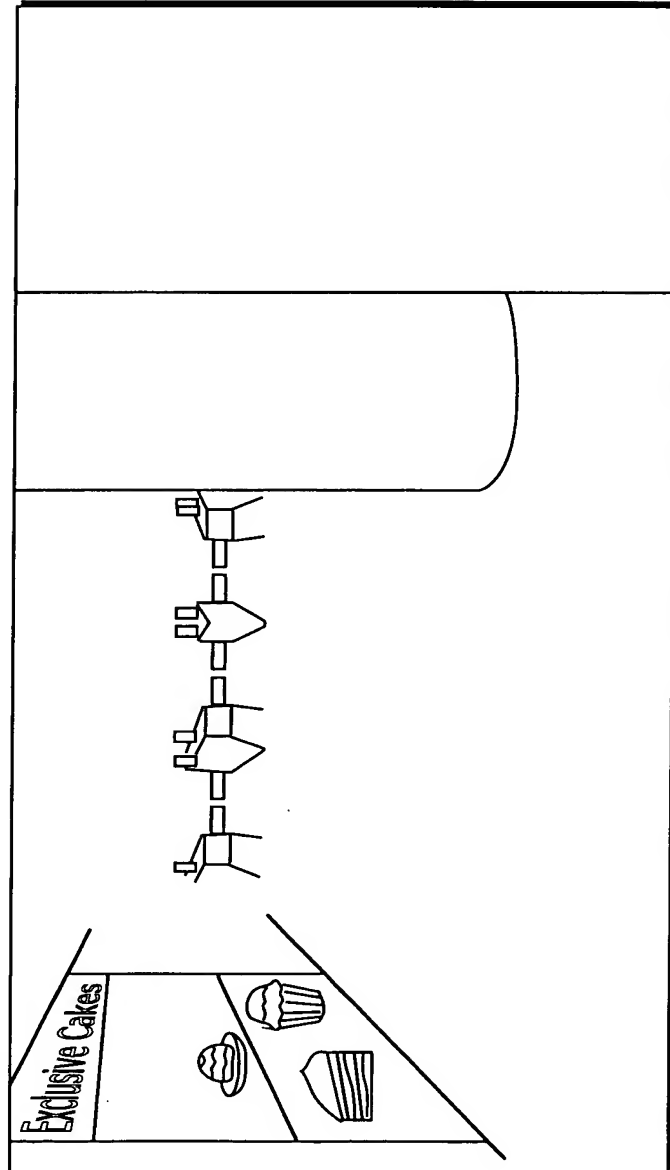


FIG. 18

L3



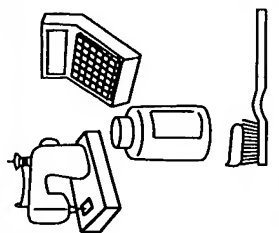
Attraction Name	Adjustment Orientation	Target	Adjustment Condition	Example
Real cake	Augment attraction	Cake	A real cake is present	
Cat image 2	Augment attraction	Wall, Ground	May be presented in a see-through HMD	
Collection of ordinary objects	Reduce attraction	General	May be presented in a see-through model HMD near an attractor	
⋮	⋮	⋮	⋮	⋮

FIG. 19

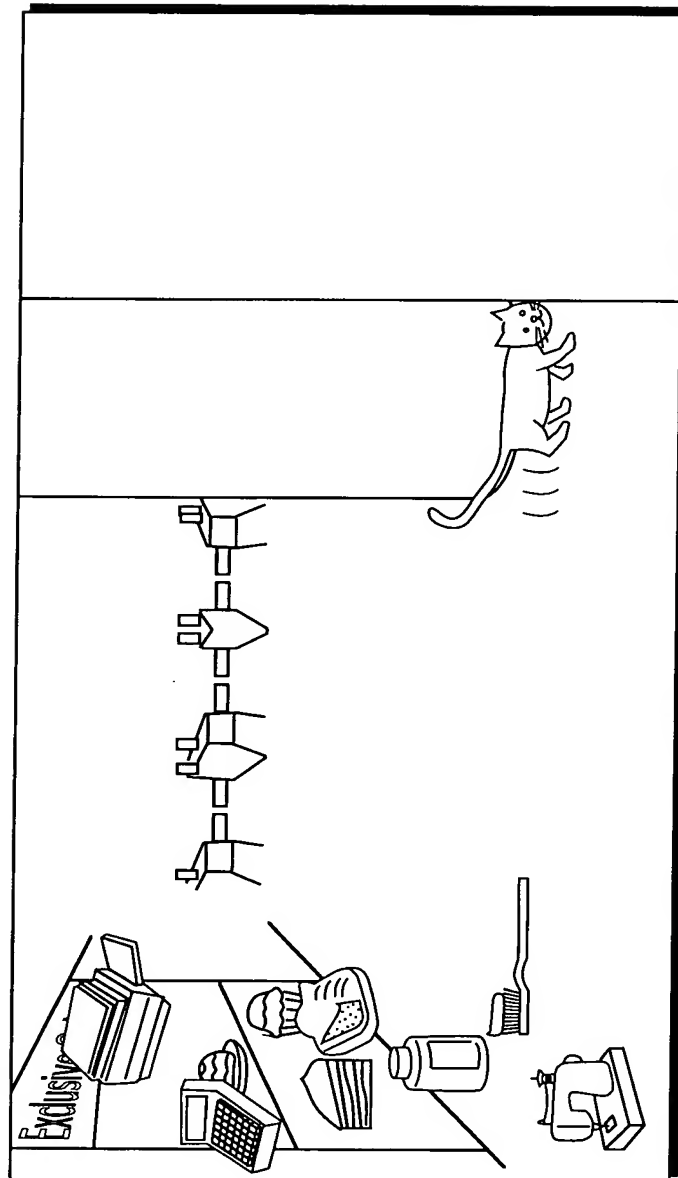


FIG. 20

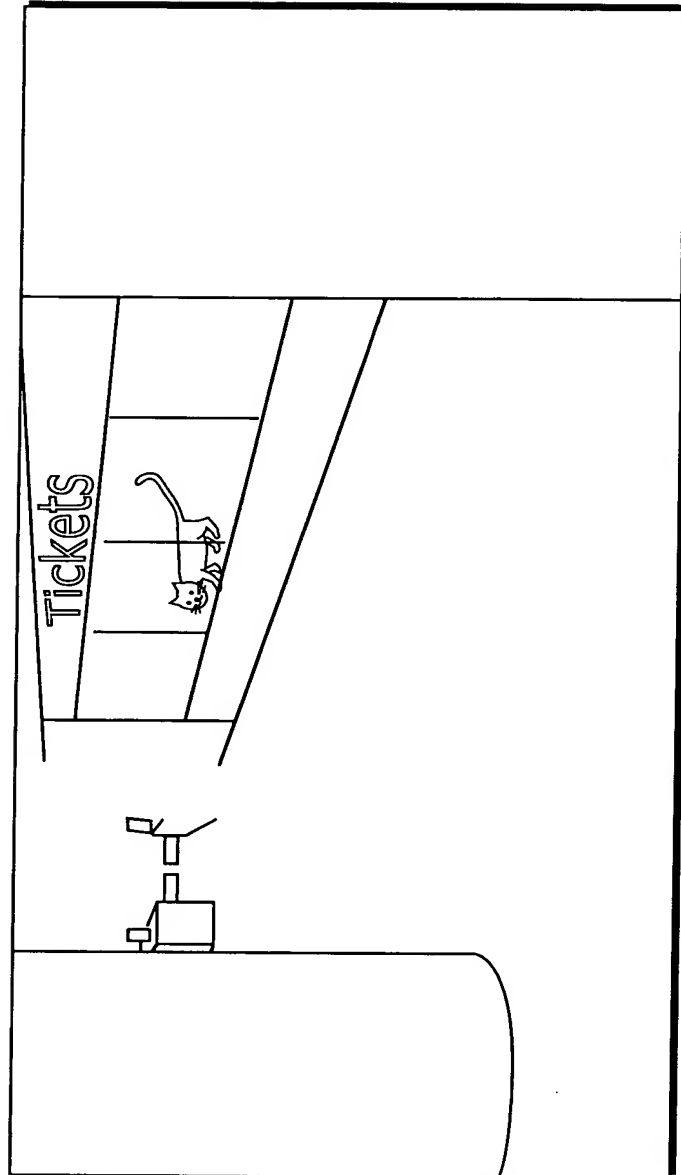


FIG. 21

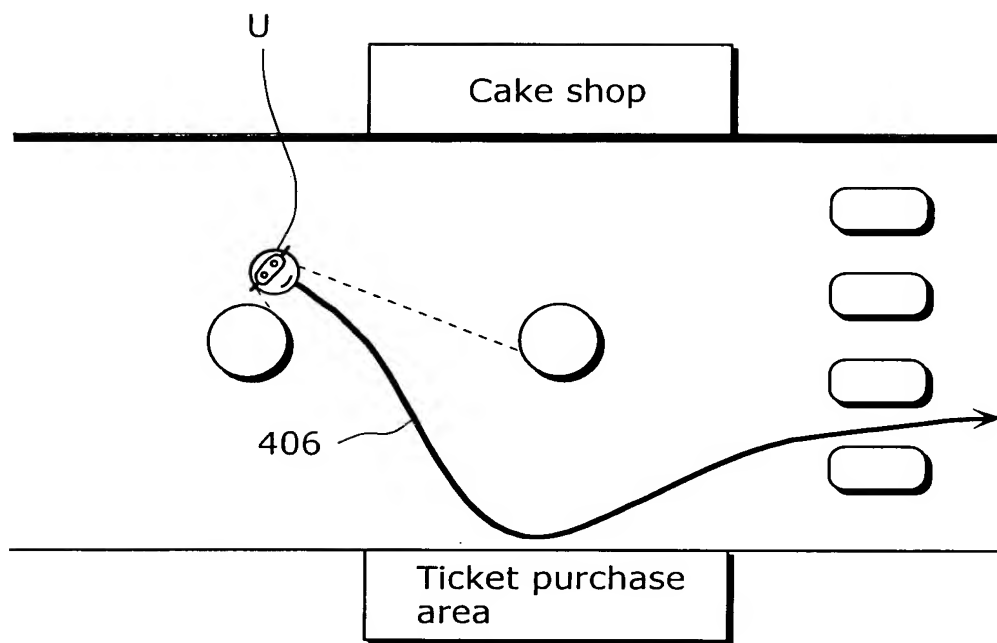


FIG. 22

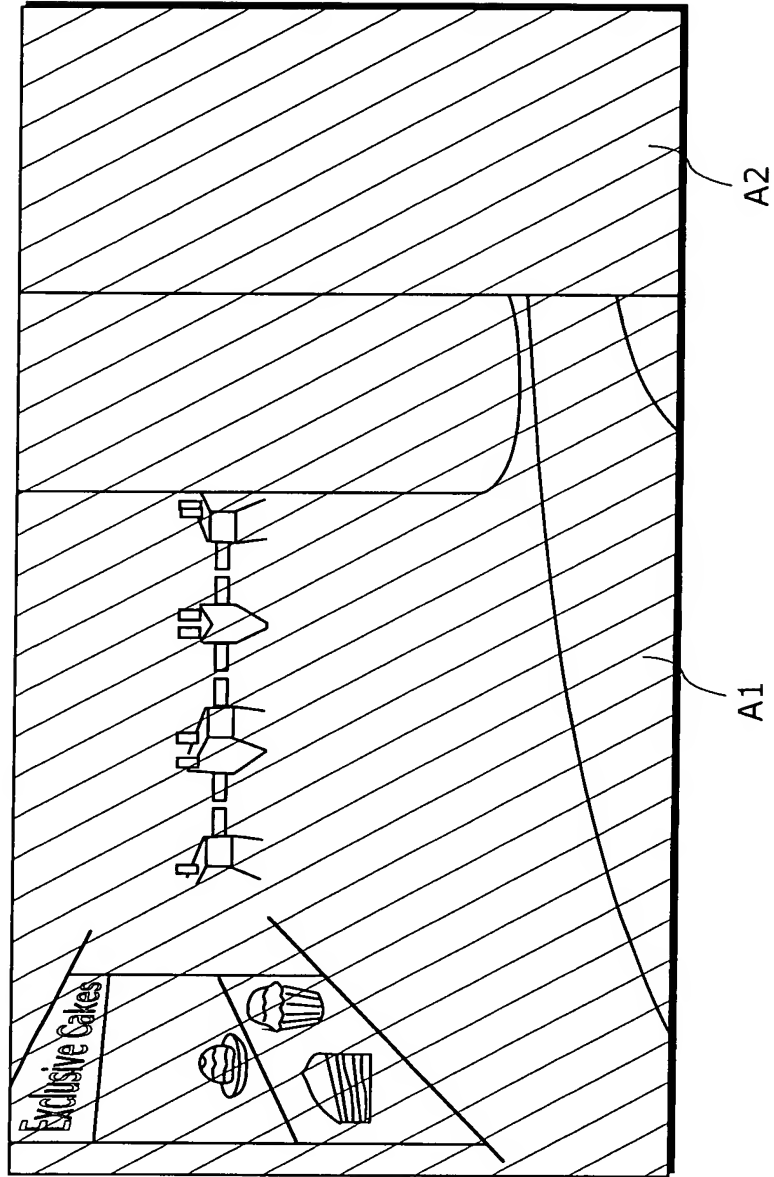


FIG. 23

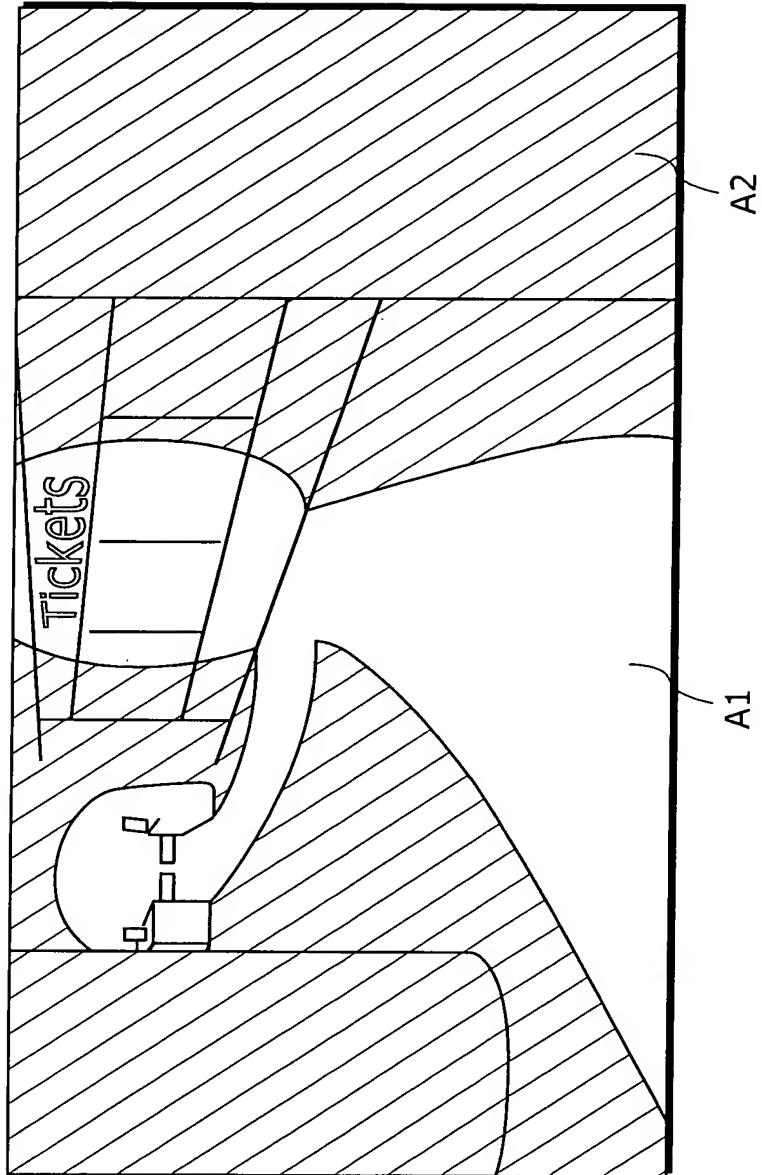


FIG. 24

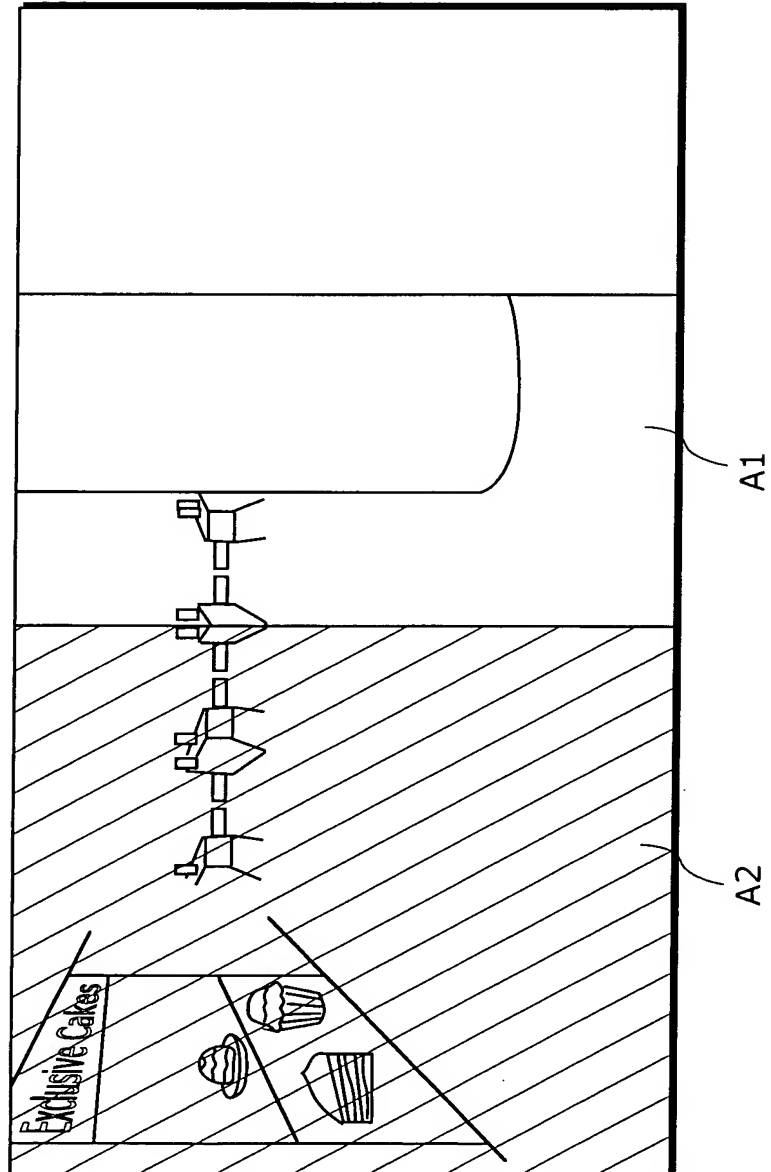


FIG. 25

